NavyFIELD

- Submarine Manual -

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1. How to get Submarine

Select the submarine ship line from a nation's corresponding ship tree in order to buy the submarine. The ship tree for each nation divides from the ships noted below:

Nation	US	UK	JPN	GER
BO lv.	Lv 38	Lv 37	Lv 38	Lv 37
Ship tree	CL. Atlanta	CL. Dido	DD. Simakaze	CL. Koenigsberg

After the ship tree is selected, the submarine shows up in the ship list.

Purchase the sub by paying the requisite amount of credits.

- You will need sufficient dock space in order to place the submarine.
- You will not be able to buy the submarine if you already have one in your dock.

2. Armaments of Submarine

I. Weapon

All weapons on the Submarines are fixed, and are not able to be sold or changed.

1) Torpedo Launcher

Submarines have one torpedo launcher on each mount.

2) Sub-weapons

Submarines also have available sub-weapons in addition to the torpedo launcher.

Mine Launcher	Submarines that have mine launchers can use mines during the battle. The submarine mine launchers can lay mines very fast, but due to limited space mine quantity is very low.
Deck Gun	Guns which are equipped on the deck of the Submarine. Dependent upon the submarine being used. Not all submarines have deck gun capability.
Aircraft	Some submarines can launch aircraft when at surface level. If the submarine is diving, the aircraft will unable to return to the submarine.

II. Engine (Power Plant)

The engine of a submarine has poor efficiency in comparison to normal ships in NF.

III. FCS (Fire Control System)

Unlike a ship's FCS, the FCS of the submarine can only do basic calculation for operation. As such, the Accuracy ability is much lower than other FCS.

IV. Torpedo and other armaments

Torpedo	Torpedoes used on submarines are much faster and stronger than torpedoes used on normal ships.
Ammo	The shell damage of the deck guns is stronger than the shells of normal ships which use the same caliber.
Mine	No difference from original mines used on scouts or normal ships. (You need to purchase the Naval Mine Item in the NF Store)
Aircraft	Submarine capable aircraft are remodeled ones which take up a higher amount of weight.

3. Submarine Crews

I. Sailor slots on the submarine are much more limited than on normal ships.

*Sailor slots for the 1st Submarines.

Nation	Sailor Number			
	Bridge Operator	Torpedo Sailor	Gunner	Support Sailor
US	1	1	1	2
UK	1	1		3
JPN	1	1	1	3
GER	1	2		2

II. IJN submarines have 1 more support slot than other nation's submarines.

III. The weight on the sailors will decrease when you drag them on the submarine.
This is setup as a way to show that only a part of the crews of that sailor are boarding that Submarine.

IV. The new two types of sailors (Sonarman, Planesman) are located under Support Sailor Section and are necessary for operating the submarine properly.
- Choosing not to use them may have an adverse effect on the sub's capabilities.

- You can put the new types of sailor on R or T slot, but they will NOT give you any ability or any help, all they will get is just the EXP for leveling.
- The new types of sailor can tradable in game.

i. Planesman

- The Submarine requires air when it is traveling under water, so the planesman is part of the crew that can improve the speed in which the air is replenished when at surface.

- You can replenish air without a planesman, but the process is poor without them.

- The main ability which a planesman is Potential.

- There has a maximum limit on ability on each class of submarine, so you just need one Planesman will be enough.

- Vets and Experts will help on Planesman, you will see the effective on the upper level in SS Class.

Nation	Up-class Level		
	2nd Planesman	1st Planesman	Chief Planesman
US	30	57	79
UK	30	56	80
JPN	30	56	79
GER	30	55	78

ii. Sonarman

- Sonarman increases the sight of the submarine during under water, and detects other submarines that are submerged.

- Submarines have very limited sights when they are under water without a sonarman.

- Submarines cannot detect other enemy submarines which are submerged without a sonarman.

- The ship classes which are able to detect submarines with the sonarman are FF, DD, CL, SS Classes. Ship classes above these are not able to detect submarines

due to the ship noise.

- If a ship suitable to detect submarines is using Overheat, it will be unable to detect a submarine.

- The main ability a sonarman is potential.

- Vets and Experts will help on sonarman, you will see the effective on the upper level in SS Class

- The underwater sight range and submarine detect range is based on the Sonarman's ability, but there is a cap on these ranges, so you just need one sonarman will be enough.

Nation	Up-class Level		
	2nd Sonarman	1st Sonarman	Chief Sonarman
US	12	43	69
UK	12	45	70
JPN	12	46	72
GER	12	44	71

4. Displacement of Submarines

I. The displacements of submarines are very low in accordance to historical data.

II. This set up is a safeguard to prevent high ability sailors from being used on submarines and ruining the balance of the game.

5. Entering the Battle Room with Submarine

I. The Submarines are limited in entering the Battle Rooms.

Type	Able to enter or not	Explanations
Normal Room	Able	-
Great Battle I	Able	-
Night Battle	Unable	Only BB and CV classes are able to join.
OP Convoy	Unable	Slow Submarines would not fit in this type of game.
Blitzkrieg	Unable	Submarine's attack power is much stronger than others.

II. Submarines are also limited in entering Mission Rooms.

- Currently the only mission a submarine can enter is the 'Test Mission'.

- Missions for submarines will be added in the future.

6. Driving the Submarine

I. Entering the Battle Room and waiting

i. The basic system for driving a submarine is similar to the current system.

ii. The submarine can only open a room that it can enter (Normal Room & Great Battle I).

iii. Everything leading up to the start of a battle is the same in a submarine as in any other ship.

II. After the battle starts

i. New Panels

A. Aircraft Control Panel

- Submarines that have aircraft will be able to use this panel.

B. Air Supply Gauge

- Gauge which shows the air supply left on the submarine.
- The red light on the right sides illuminates when the remaining air supply reaches critical level.

C. Dive Control Panel

- The control switch on the left is the switch which commands Dive / Surface.

- The hot key for Diving is 'U'.

D. Critical Dive Button

- The button under the red letters on the right side is the critical dive button.
- Critical dive is not supported by hot key commands.
- The submarine needs to be on dive mode in order to use critical dive function.
- **DP will drop to maintain on this stage**.
- The green, orange, and red panel on the upper panel shows the status of the submarine driving status.

Color	**Green**	**Orange**	**Red**
Status	Surface	Dive	Critical Dive
Attack By	During surface status, submarines receive all attacks from other ships.	Receives damage from only torpedo, mine, depth charge.	During Critical Dive, the submarine does not receive any king of attack.
Protect	No protection, all enemy can detect you.	Can only be detected with ships that can detect submarines with sonarman on the ship.	During Critical Dive, the submarine is not detected, but also can't move.
Notes	You can recharge air supply during surface status.	Uses air supply to maintain Dive status.	Uses air supply + DP to maintain Critical Dive status.

ii. Basic Control

A. The main weapon of the submarine, the torpedo, is equipped on the T mount. Unlike other ships which use the R mount for the main weapon, the player will have to change to T mount to use torpedoes. - Hot Key 'T'.

B. There are front / rear launchers on the submarine.
In order to use the launchers separately, press 'Z', 'C' to choose either the front or rear launcher.

C. The launch angle of the torpedo launcher is fixed.

D. The amount of torpedoes able to be loaded on the submarine is much less than other ships.

For this reason, if you use 'Max velocity shooting' mode, you will use all the torpedoes in no time.

So, if you press **'F4'** and change the shooting mode to **'Gradual Shooting Mode',** then you'll be able to use torpedoes more efficiently.

E. The shooting accuracy of the submarine is not as accurate as other ships since the shooting method detects enemies with the sonar instead of eye contact which other ships use.

F. The speed of the submarine is much slower than other ships.

However, it is much faster than historical facts. This is to balance the game since the torpedo power of submarines is quite strong.

7. Anti-Submarine Play

1) There are 3 methods to attack the Submarine.

A. When in surface status

Submarines on the surface can be attacked the same way all ships are attacked

Gun attack, torpedo, mine, depth charge (only a certain amount of damage) are available.

B. When in dive status

Submarines in dive status do not receive damage from gun attacks.

However, depth charge attacks give great damage to submarines which are in dive status.

Torpedo, mine, depth charge (only a certain amount of damage) are available.

C. When in critical dive status

Submarines during critical dive status do not receive any kind of damage from attacks.

However the submarine receives damage which comes from the critical water pressure which continues to decrease the DP until the submarine releases the critical dive status.

2) New weapon for anti-submarine play

A. Depth charges are the new weapon to NavyField to stand against submarines. It request Torpedo Man crews to use in game.

B. Depth charges are used like mines but have time delay before exploding. The explosion radius is very large.

C. Depth charges are created to attack Submarines but ships which are in the explosion radius also receive an amount of damage.

D. This is to prevent continuous attacks towards Submarines once one is detected.
(In actual battles, if the ship which launched a Depth Charge doesn't retreat from the area with full speed, it may receive critical damage from the Depth Charge)

E. Depth Charge information.

Type	Dropping type Depth Charge
Launcher type	Torpedo launcher
Method	Press the button where you manage to drop the Depth Charge
Image	Drum type
Reaction	Explodes in 6 seconds after it was dropped.
Explosion effect	A huge column of water goes up from the dropping point
Damage	Without accuracy issues, damage is caused to the ship if it is in the area of the explosion radius and receives larger damage if the ship was near the drop area.
Ships on surface	Receives less damage than a submarine during diving